

ABSTRACT

The present invention includes a method for making a realistic three-dimensional animal decoy. The method includes steps of photographing an array of views of an animal that is to be the subject of the decoy. The photographic views
5 are arranged to make a flattened, aerial view of the animal. A screen is prepared that receives the view. The screen is positioned over a three-dimensional vacuum mold, and, with application of heat and pressure, is permanently formed into a three-dimensional animal shell decoy that has photographically realistic features.